

18. A method according to claim 16, comprising the steps of:

- entering a specific mode where at least one key is more preferable as the key to be pressed next than the other keys in the keypad,

5     - selecting at least one key which in said specific mode is more preferable as the key to be pressed next than the other keys in the keypad, and

- producing, with the light source or light sources associated with the selected key or keys, an illuminating effect which emphasizes the preferability of the selected key or keys over the other keys in the keypad.

19. A method according to claim 16, comprising the steps of:

10     - entering a game mode and allowing the user of the device controlled through the keypad to play a game with the device,

- detecting the occurrence of a game event which has previously been associated with an illuminating effect and

- generating said illuminating effect with at least one of said light sources.

15     20. A method according to claim 16, comprising the steps of:

- entering a game mode, and

- generating, with said light sources, an effect of sequentially illuminating selected ones of the keys in the keypad in order to prompt the user to press the illuminated keys in the same order in which they were illuminated.